

Distributed job scheduling in MetaCentrum – The Czech NGI

Šimon Tóth Miroslav Ruda

CESNET z.s.p.o.

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- ▶ 10 000 CPU cores
550 nodes, 12GB..6TB RAM per node
- ▶ 1 PB permanent storage
- ▶ 27 PB long-term storage

- ▶ quick introduction to job scheduling
- ▶ virtualized infrastructure
- ▶ distributed scheduling
- ▶ fairness

- ▶ input:
 - ▶ user submitted jobs with resource req. and constraints
- ▶ output:
 - ▶ assignment of jobs to physical resources in time and space
- ▶ NP complete problem
- ▶ fuzzy definition optimality for production systems

- ▶ 5 years of usage from PBSPro switch
- ▶ locally maintained fork based on 2.4 stable branch
`https://cesnet.github.io/torque/`
- ▶ custom scheduler

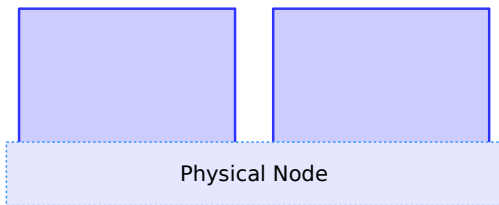
- ▶ workloads that are not feasible on desktop machines
long jobs, large submissions, parallel jobs
- ▶ best-effort model based on fairness

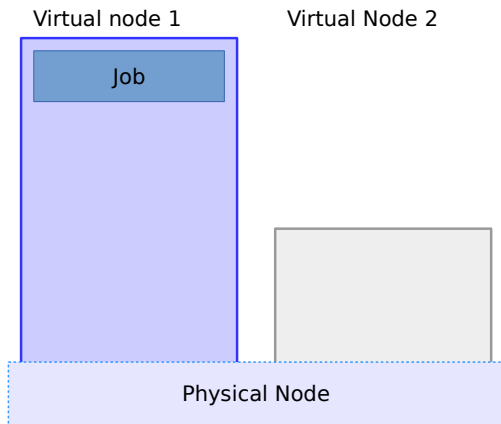
- ▶ resources exclusively allocated to users
- ▶ standard resources
CPU cores, Memory, GPU cards
- ▶ resources with uncertain states
software Licenses, scratch disk space

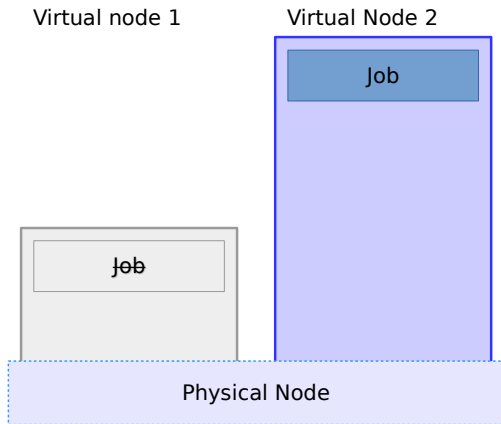
- ▶ two virtual machines switching resources
- ▶ reasonably fast (minutes) switch time
- ▶ allows full-machine preemption

Virtual node 1

Virtual Node 2





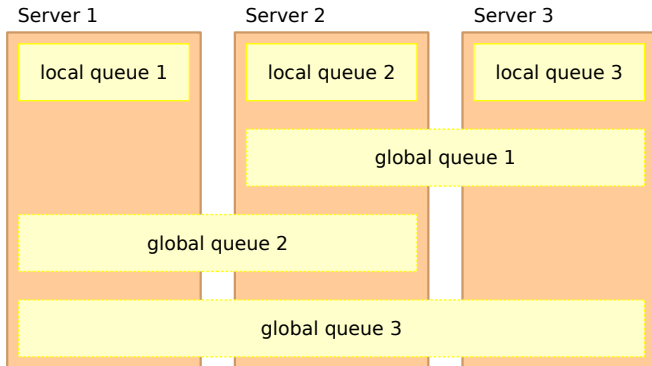


- ▶ improves variety of supported software configurations
- ▶ scheduler invokes machine reboots
- ▶ virtual image selected using requested software properties

- ▶ user requested virtual clusters
- ▶ possibility to use VLAN
- ▶ clusters can connect back to resource manager
- ▶ or fully under control of user

- ▶ improve resilience
- ▶ increase performance
- ▶ allow separate sites to maintain local policies

- ▶ each scheduler responsible for its local resources
- ▶ all jobs behave as if submitted locally
- ▶ running job information synchronized between servers



- ▶ very low demands on sites
- ▶ each site maintains complete autonomy
- ▶ outages heavily localized

- ▶ long-term fairness based on resource consumption
- ▶ users with high publication count receive higher share
- ▶ implemented using fairshare ordering policy

- ▶ virtual fairshare queue
- ▶ multi-resource fairness

- ▶ Kerberos authentication
- ▶ scheduling of advanced resources
GPU, software licenses, scratch space
- ▶ complex job specification
resources, properties, negative requests, location requests
- ▶ enhanced queue semantics
resource limits, node access control

- ▶ virtualized infrastructure
full-machine preemption, ondemand machines, virtual clusters
- ▶ distributed scheduling
- ▶ fairness model
fairshare, multi-resource fairness





M. Ruda et al.

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Cracow Grid Workshop'09, 2009.



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